

Luck is for wimps.

If you don't believe that, try depending on luck to guide your party safely through *THE DARK QUEEN OF KRYNN!*

It's *skill* that heroes can depend on. But skill alone is not enough – you need wisdom, knowledge, and information before you can set any plans into action.

THE DARK QUEEN OF KRYNN CLUE BOOK provides this information – you get everything you need to succeed:

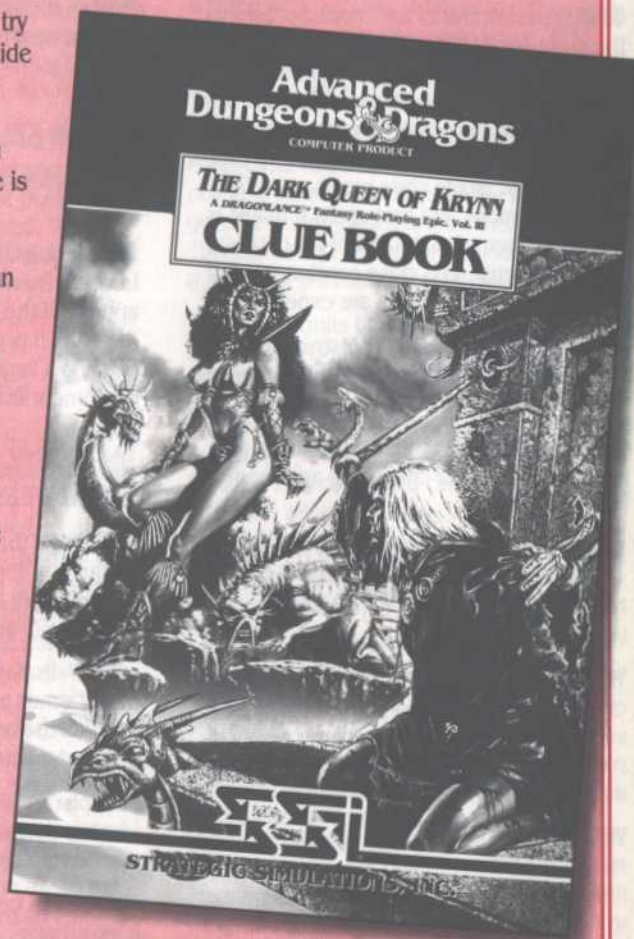
- ❖ **Detailed maps** for the entire game, including locations of all major events in the adventure.
- ❖ **Lists** of all major magical treasures and their locations.
- ❖ **Descriptions** of encounters and treasures so you won't miss any part of the adventure or loot!

TO ORDER: VISA/MC – call 1-800-245-4525 (in USA & Canada).

By mail – send check or money order for \$12.95 plus \$3.50 shipping & handling to: Electronic Arts, P.O. Box 7530, San Mateo, CA 94403. California residents please add applicable sales tax.



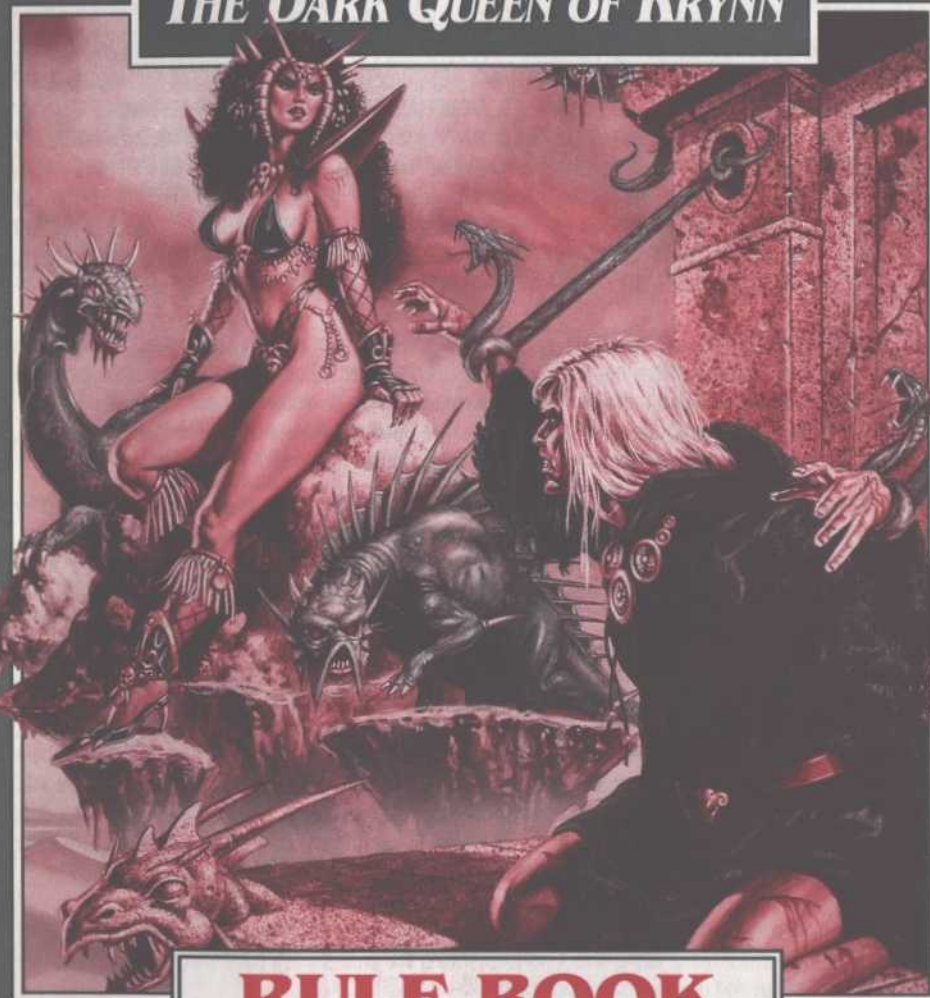
STRATEGIC SIMULATIONS, INC.®



ADVANCED DUNGEONS & DRAGONS, DRAGONLANCE and the TSR logo are trademarks owned by and used under license from TSR, Inc.
©1992 TSR, Inc.
©1992 Strategic Simulations, Inc.
All rights reserved.

OFFICIAL Advanced Dungeons & Dragons® COMPUTER PRODUCT

THE DARK QUEEN OF KRYNN



RULE BOOK



STRATEGIC SIMULATIONS, INC.®



LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the diskette(s) on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 30 days from the date of purchase. If within 30 days of purchase the diskette(s) prove defective in any way, you may return the diskette(s) to Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901 and SSI will replace the diskette(s) free of charge. In addition, if the diskette(s) prove defective at any time after the first 30 days, return the diskette(s) to SSI and SSI will replace the diskette(s) for a charge of \$10.00 (each disk) plus \$4.00 for shipping and handling. California residents, add applicable sales tax.

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE DISKETTE OR THE GAME DESCRIBED IN THIS RULE BOOK AND ADVENTURER'S JOURNAL, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.)

The enclosed software program, this Rule Book and the Adventurer's Journal are copyrighted. All rights are reserved. This Rule Book and Adventurer's Journal may not be copied, photographed, reproduced, or translated or reduced to any electrical medium or machine readable form, in whole or in part, without prior written consent from SSI. The program accompanying this Rule Book and Adventurer's Journal may be copied, by the original purchaser only, as necessary for use on the computer for which it was purchased.

ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE and the TSR logo are trademarks owned by and used under license from TSR, Inc., Lake Geneva, WI, USA.

©1992 Strategic Simulations, Inc. All rights reserved. ©1992 TSR, Inc. All rights reserved.

WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

TABLE OF CONTENTS

| | |
|---|----|
| INTRODUCTION | 1 |
| Your Game Box Should Contain | 1 |
| Transferring Characters from DEATH KNIGHTS OF KRYNN | 1 |
| Before You Play | 1 |
| Getting Started Quickly | 1 |
| Using Menus | 1 |
| BEGINNING TO PLAY | 2 |
| Starting Options | 2 |
| Starting Menu | 2 |
| Modifying Characters and Parties | 3 |
| Party Creation/Training Hall Menu | 3 |
| Non-Player Characters | 4 |
| Viewing Characters | 4 |
| Character Status | 5 |
| View Menu | 5 |
| Items Menu | 5 |
| ADVENTURING | 6 |
| Display Screens and Points of View | 6 |
| Adventuring Options | 7 |
| Adventure Menu | 7 |
| Encamping | 7 |
| Encamp Menu | 7 |
| Rest Menu | 7 |
| Alter Menu | 8 |
| Level Menu | 8 |
| Magic | 8 |
| Magic Menu | 9 |
| Memorize Menu | 9 |
| Scribe Menu | 9 |
| CIVILIZATION | 9 |
| Shop Menu | 9 |
| Temple Menu | 10 |
| Bank Menu | 10 |
| ENCOUNTERS | 10 |
| Sample Encounter Menu | 10 |
| Combat | 11 |
| Combat Menu | 11 |
| Aim Menu | 11 |
| After Combat | 12 |
| Treasure Menu | 12 |
| Take Menu | 12 |

QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded. **NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.** If you need hints, call our Hint Line at 1-900-737-HINT. Recorded hints are available 24 hours a day, 7 days a week. If you don't hear the information you need, please write to us at I-Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a stamped self-addressed envelope for reply).

INTRODUCTION

Welcome to the official **ADVANCED DUNGEONS & DRAGONS®** computer product, *THE DARK QUEEN OF KRYNN*, a **DRAGONLANCE™** fantasy role-playing epic. This game is based on the rules and background created by TSR, Inc. and a story line created especially for this game.

THE DARK QUEEN OF KRYNN begins two years after the overthrow of Lord Soth in *DEATH KNIGHTS OF KRYNN*. General Laurana, the commander of the united forces which defeated the evil dragons in the War of the Lance, has requested your presence at her headquarters in the city of Palanthas. Responding to her summons brings you face-to-face with the greatest threat Krynn has ever known.

Your Game Box Should Contain

- Disks
- Adventurer's Journal
- Rule Book
- Data Card

This Rule Book is designed to explain all your options and guide you through playing the game. If you are not familiar with the **ADVANCED DUNGEONS & DRAGONS®** game system, you will find helpful information about how things work in the Adventurer's Journal.

The Adventurer's Journal contains a variety of information including details about character classes, magic, combat, and an introduction to the adventure story. The Journal also includes the maps, information, rumors, and stories that you need to play the game. As you play the game, you discover for yourself which of the tales you hear are fact and which are fiction.

The Data Card explains how to start the game and how to select items and menu commands with your specific computer. It tells you how to transfer characters to *THE DARK QUEEN OF KRYNN* from the fantasy role-playing game, *DEATH KNIGHTS OF KRYNN*. It also shows how to get right into the game without having to read through the rules.

Transferring Characters from DEATH KNIGHTS OF KRYNN

THE DARK QUEEN OF KRYNN accepts characters who have adventured in *DEATH KNIGHTS OF KRYNN*. There are two ways to get characters from *DEATH KNIGHTS* into *DARK QUEEN*. The first, and preferred way, is to load a saved game using the **LOAD SAVED GAME** command, then select **DKK** on the **LOAD FROM WHERE?** command. The second way is to remove *DEATH KNIGHTS* characters from their party, and add them to a new party by selecting **DKK** from the **ADD CHARACTER** command. See your Data Card for more details.

Before You Play

There is no copy protection on your *DARK QUEEN OF KRYNN* disks, so please make backup copies and put the originals away for safekeeping. When you start the game, you will be asked to answer a verification question from this Rule Book or the Adventurer's Journal before you can play. Turn to the page indicated in either this Rule Book or the Adventurer's Journal, find the indicated word, type it in, and press Return or Enter. Remember: Do NOT count section headings when looking up the word.

Getting Started Quickly

THE DARK QUEEN OF KRYNN comes with a ready-made party that allows you to begin adventuring immediately. Use the instructions on the Data Card to load the saved game that has been provided and begin playing. Use this Rule Book to answer any questions during play.

Using Menus

All commands are menu-based, and menus are displayed either vertically or horizontally.

Vertical menus indicate a character, item, or spell to be acted upon. If there are more choices than fit on the screen at one time, use the arrow keys, or the PageUp and PageDown keys to view the additional selections.

Example: When purchasing items, they are highlighted on a vertical list then purchased with the **BUY** command.

Horizontal menus list available actions. In this Rule Book, menus are shown with all of their options, although in some cases commands are not available every time a menu appears.

Example:

TREASURE MENU

VIEW TAKE POOL SHARE DETECT EXIT

The commands **TAKE** and **SHARE** only appear if there is treasure to take. The command **DETECT** only appears if there is treasure and the active character has a *detect magic* spell available.

The Rule Book only shows the general menus. Special menus appear at various times to give you all available options.

The concept of the active character is central to the game. Outside of combat the active character's name is highlighted on the vertical menu. During combat the active character begins his combat segment surrounded by a cursor.

If a command affects the whole party, just select the command. If the command affects a single character, make that character active and then choose the command.

Example: To look at a character's items: highlight the character, then select the **VIEW** then **ITEMS** commands. However, to have the entire party camp, simply select the **ENCAMP** command.

BEGINNING TO PLAY

To begin playing the game, you must load a saved game or generate characters and band them together into a party.

Starting Options

This first menu gives you the initial options.

STARTING MENU

ADD CHARACTER
CREATE CHARACTER
LOAD SAVED GAME
EXIT FROM GAME

ADD CHARACTER allows you to add characters to the party from the saved game disk. A party is a group of characters composed of up to six player characters (called PCs) and up to two non-player characters (called NPCs). A party should have a balanced mix of characters with different classes. For more information about building parties see the "Characters and Parties" section in the Adventurer's Journal. There is an **ADD FROM WHERE?** option that allows you to add characters from either *THE DARK QUEEN OF KRYNN* or *DEATH KNIGHTS OF KRYNN*.

CREATE CHARACTER is used to build a new character. Detailed information about characters, races, classes, and so on is available in the Adventurer's Journal. This command displays a menu to define the following character attributes. **DONE** is used to proceed to the next menu.

- **PICK RACE** lists the seven races a player-character can be in **DRAGONLANCE™**.
- **CLASS** lists the class or classes the character is qualified for based on race.
- **ALIGNMENT** lists all the possible alignments for the character based on character class.
- **GENDER** lists the sex the character can be. Gender affects the character's maximum strength.

After you are done selecting these attributes, the PICK DEITY menu appears if you have a cleric. PICK DEITY lists all of the deities a cleric character can choose to worship. Each deity confers unique powers to its clerics, and determines which alignments a character can be. See the "Deities" section in the Journal for more details.

Once all of the attributes have been selected, the computer randomly generates the character's ability scores. If you are not happy with the character's scores, you may REROLL STATS to roll them again. Remember that you can use the MODIFY command to change the character's ability scores and hit points.

Next, you must choose a name for the character. CHARACTER NAME provides a 15-letter space to type in the character's name. This name is automatically saved to disk.

After naming a character, you must select an icon which will represent that character in combat from the 49 combat icons provided. The standard icon for the character's race, class, and sex is highlighted; the arrow keys or mouse may be used to change the highlighted icon. DONE is used to confirm the selection of the highlighted icon.

- **EXIT** at any time during character creation aborts the creation of the current character and returns you to the Party Creation/Training Hall Menu.

LOAD SAVED GAME permits you to resume a game that has been previously saved. The saved game provided with *THE DARK QUEEN OF KRYNN* can also be loaded. There is a **LOAD FROM WHERE?** option that allows you to load saves from either *THE DARK QUEEN OF KRYNN* or *DEATH KNIGHTS OF KRYNN*.

EXIT FROM GAME ends play without saving the game.

Modifying Characters and Parties

The Party Creation/Training Hall Menu shows the characters currently in your party and lists the commands for creating, modifying, and training the party. Not all of the options are available at all times.

PARTY CREATION/TRAINING HALL MENU

ADD CHARACTER
REMOVE CHARACTER
MODIFY CHARACTER
TRAIN CHARACTER (Training Hall only)
KNIGHT NEW ORDER (Training Hall only)
VIEW CHARACTER
CREATE CHARACTER
DELETE CHARACTER
LOAD SAVED GAME
SAVE CURRENT GAME
BEGIN ADVENTURING
EXIT FROM GAME

REMOVE CHARACTER transfers a character from the party to the saved game disk.

MODIFY CHARACTER changes the character's ability scores and hit points. Use **MODIFY CHARACTER** to change a character generated in *THE DARK QUEEN OF KRYNN* to match a favorite AD&D® game character. A character cannot be modified once the adventure has begun.

TRAIN CHARACTER (from Training Hall Menu only) increases a character's level when he has gained enough experience points (EXP). Choose the character to train and, if he has sufficient EXP, he will be able to advance one level. If a character has gained enough experience to advance more than one level, he will advance only one level and then lose all experience points in excess of one point below that required for advancement to the next level. See the section on "Experience Points" in the Adventurer's Journal for an example.

Advancing in levels takes no game time. When magic-users advance, they may add a spell to their spell book. See the "Maximum Level Limits by Race, Class, and Prime Requisite" chart in the Adventurer's Journal for level limits.

KNIGHT NEW ORDER (from Training Hall Menu only) allows a knight of sufficient experience and abilities to petition for admission into the next higher order. Look under Solamnic Knights in the Adventurer's Journal for more information.

VIEW CHARACTER displays a character's ability scores, readied weapon and armor, and more. See the "Viewing Characters" section for more information.

DELETE CHARACTER erases a character from the saved game disk. A deleted character may not be recovered.

SAVE CURRENT GAME stores the current game to the saved game disk or directory.

BEGIN ADVENTURING starts the game.

Non-Player Characters

During the game, the party encounters non-player characters (NPCs). There are three kinds of NPCs: those who volunteer to join the party, those who give information, and those who will only fight. NPCs that join the party are treated like player characters with a few differences. The computer commands NPCs in battle. They also have morale. If things are going badly for the party, NPCs may run. Items can be traded to some NPCs, but they cannot be traded from conscious NPCs to other characters. If an NPC dies, however, you can use the **TRADE** command on the Items Menu to take his items. Only two NPCs at a time may join the party, and they may take a share of all treasures found.

Viewing Characters

The Character Summary Screen is displayed anytime you select the **VIEW** command. This screen displays important information about a character, such as ability scores, current

| | | | | | |
|-----------------------------|-----------------|-------------------------|-------------------------|-----------------|-------|
| NAME | ELZJBOLETH | AGE | 350 YEARS | STATUS | OKAY |
| GENDER | MALE | RACE | ELF | HIT POINTS | 54/54 |
| ALIGNMENT | CHAOTIC NEUTRAL | CLASS | CLERIC/FIGHTER/RED MAGE | QUALINESTI | ELF |
| LEVEL | 8/9/8 | EXPERIENCE | 333333 | | |
| STR | 18 (08) | ABILITY SCORES | INT 13 | WEALTH | 200 |
| WIS | 14 | | DEX 12 | | |
| CON | 15 | | CHA 17 | | |
| ARMOR CLASS | -1 | | STEEL | | |
| THACO | 8 | | ENCUMBRANCE | 640 | |
| DAMAGE | 1D8+5 | | MOVEMENT | 12 | |
| LONG SWORD | +2 | READIED WEAPONS & ARMOR | | COMBAT MOVEMENT | |
| ELFIN CHAIN | +3 | | | | |
| ITEMS TRADE DROP EXIT | | | | | |
| CARRIED WEIGHT | | | | | |

CHARACTER SUMMARY SCREEN

and maximum hit points, readied weapons and armor, and wealth.

Characters accumulate wealth in the form of gems, jewelry, and coins as they go. The value of gems and jewelry varies, and can only be determined by having the items appraised in a shop.

Encumbrance is the total weight the character is carrying.

Combat Movement is how many squares a character can move during a combat segment. This is based on his readied armor, strength, and total encumbrance.

Character Status

OKAY status means that the character has positive hit points and can move and fight normally.

UNCONSCIOUS status means that the character has exactly 0 hit points. He cannot move or fight, but is in no danger of dying.

DEAD status means that the character has died. Non-elf characters have a chance of being resurrected with a *raise dead* or *resurrection* spell. The character's chance of being resurrected is influenced by his constitution. See the "Constitution Chart" in the *Adventurer's Journal*.

FLED status means that the character has fled from a battle. After the battle he rejoins the party.

DYING (combat only) status indicates the character has between -1 and -9 HP, and is bleeding to death. Use the **BANDAGE** command to have another character stop the bleeding before the character dies.

STONE status means that the character has been turned to stone. The character can be returned to normal with a *stone to flesh* spell.

GONE status means that the character has been totally destroyed. Nothing can bring the character back to life.

From the View Menu, several options are available to inspect the active character. Not all of these commands are available at all times.

VIEW MENU

ITEMS SPELLS TRADE DROP LAY CURE EXIT

ITEMS displays all the equipment the character is carrying and the Items Menu. Items preceded by a YES are ready for use. Not all commands in the Items Menu are always available.

ITEMS MENU

READY USE TRADE DROP HALVE JOIN EXIT

- **READY** changes the status of a weapon, armor, or other item. Only readied items can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow bolts are assumed to be in a quiver and can be readied at all times. Some items take both hands when readied (bows, quarter staffs, etc.), some take only one (long swords, wands, etc.), and others take no hands (rings, armor, etc.). **READY** is sometimes abbreviated **RDY**.

- **USE** activates an item. In combat the Aim Menu appears if the item can be targeted. See the "Combat" section for details about the Aim Menu.

- **TRADE** from the Items Menu transfers an item from one character to another. Highlight an item to trade, select **TRADE**, then select a character to receive the item. Remember: a conscious NPC will not give up items.

- **DROP** permanently removes items from a character. Dropped items may not be recovered.

- **HALVE** divides a bundle of like items into two bundles. For example, **HALVE** would turn one bundle of 42 Arrows into two bundles of 21 each. This is handy for dividing items to distribute among party members.

- **JOIN** combines all like items into one group. No more than 255 similar items can be joined. Some items, such as potions, cannot be joined.

SPELLS is a listing of the spells a character has memorized and can cast.

TRADE from the View Menu transfers coins, gems, and jewelry from one character to another. Select **TRADE**, choose what type of money and how much to trade, then select the receiving character.

DROP permanently removes money from a character. Dropped money cannot be recovered.

LAY is a healing ability of paladins. Paladins may *lay on hands* and heal two hit points per level of damage a day. Select the **LAY** command, then select the character to be healed. This command is only displayed when a paladin has not yet used it that day.

CURE is another healing ability of paladins — they may perform one *cure disease* per week for every 5 levels. For example, at 1st to 5th levels, a paladin may perform one, at 6th to 10th levels two, etc. This command is only displayed if the paladin has a cure available.

ADVENTURING

After setting up your party and reading the background information in the *Adventurer's Journal*, it is time to head for adventure and glory. The party will engage in fierce battles, find treasures, and sometimes have to stop, recuperate, and memorize spells for future use during adventures.

Display Screens and Points of View

THE DARK QUEEN OF KRYNN uses four different points of view: 3-D, Area, Wilderness, and Combat.

3-D appears in areas such as towns or underground. This view appears in the top-left view window to show the surrounding area from the party's perspective. Rotate the party's facing and move using the directional controls that are described in your Data Card.

Area provides an overhead view of the party's surroundings, replacing the 3-D view. Choose the **AREA** command from the Adventure Menu. This view is not available in many regions.

A cursor in the area display shows the party's position and facing. Simply move the party with the direction controls around the area map.

Under the point of view window are displayed the phases of the three moons of Krynn. Solinari is shown on the left, Lunatari is shown in the center, and Nuitari is shown on the right. For more information about the effects of the moons, see the heading "The Moons of Krynn" in the *Adventurer's Journal*. To the right of the point of view window is a list of the party members, showing their armor classes and current hit points. Below this list is a compass, showing the direction which the party is facing, and a status window, which displays the party's current location (if known), its current activity (searching, camping, etc.) and the current time.

Wilderness view displays a map in a large view window with a cursor indicating the party's current location. You get to this view when you leave a town or other developed area. Use the direction controls to move around on the map and go from location to location.

Combat view occurs automatically whenever the party engages in battle. The combat screen is a detailed view of the area the party was in when the encounter began.

Adventuring Options

The following menu controls basic adventuring, moving, encamping, and casting spells.

ADVENTURE MENU

AREA CAST VIEW ENCAMP SEARCH LOOK INV

The party can use the arrow keys or mouse to turn right or left, turn around or move forward. Normal movement in 3-D or Area mode takes one minute of game time per square. If the party has Search on, each move takes ten minutes. Refer to the Data Card for computer-specific movement information.

AREA toggles between the Area (overhead) and 3-D view. This command may not be available in some regions.

CAST displays the Cast Menu if the active character is a spellcaster. See the "Magic" section for more information. Remember: Some spells only work in combat, others only while encamped.

VIEW displays the Character Summary Screen and the View Menu.

ENCAMP displays the Encamp Menu. See the "Encamping" section for a description of the available commands.

SEARCH toggles searching on and off. With Search Off, the party takes one minute per move. With Search On, the party takes 10 minutes per move because they are checking for secret doors, traps, etc. When a party has Search On, **SEARCHING** is displayed on the screen to the right of the point of view window. Because the party is moving very slowly with Search On, the chance for random encounters is greatly increased.

LOOK is used to search an individual square. A LOOK command acts as if the party moved into the current square with **SEARCH** On.

INV displays a list of the special items and artifacts which have been acquired by the party.

Encamping

The Encamp Menu includes options such as saving the game, resting to heal and memorize spells, and changing items such as game speed or party order.

ENCAMP MENU

VIEW MAGIC REST ALT FIX LOAD SAVE EXIT

VIEW displays the View Menu and the character screen of the active character.

MAGIC is a very important part of *THE DARK QUEEN OF KRYNN* and is described under its own heading on page 8.

REST allows characters to memorize spells and to heal naturally. When spells are being memorized, the initial rest time is established by the time necessary to memorize any spells selected with the **MEMORIZE** command in the Magic Menu. For every 24 uninterrupted hours of rest in camp, each wounded character regains one hit point. Rest may be interrupted by encounters. If possible, find safe places to take long rests, such as an inn or places that you are told are safe during the game.

Characters can automatically rememorize the spells they have used by simply selecting **REST** — this saves having to make selections from the Memorize Menu.

REST MENU

REST DAYS HOURS MINUTES ADD SUBTRACT EXIT

- **REST** begins the resting process. Unless interrupted, the party rests for the indicated time.
- **DAYS/HOURS/MINUTES** selects the unit of time to be changed by the **ADD** and **SUBTRACT** commands.
- **ADD/SUBTRACT** increases or decreases the time that the party attempts to rest. Decreasing the time may not allow spellcasters to memorize all of their spells.

ALT displays the Alter Menu that is used to change the characters in the party and the parameters of the game.

ALTER MENU

ORDER DROP SPEED ICON LEVEL EXIT

- **ORDER** changes how the characters are listed on the screen and how they are deployed in combat. Characters at the top of the list tend to be at the front in combat.
- **DROP** eliminates a character from the party and erases him from the saved game disk. A dropped character is gone forever and may not be recovered.
- **SPEED** controls the rate at which messages are printed on the screen. If the game is running too slowly, use the **FASTER** command to speed up the displays.
- **ICON** is used to change a character's combat icon.
- **LEVEL** displays the Level Menu that permits you to adjust combat difficulty.

Level Menu

NOVICE SQUIRE VETERAN ADEPT CHAMPION

The game is preset at the **VETERAN** level. This is the level at which we consider the game to be "balanced." To make the combat encounters easier, choose either the **NOVICE** (easiest) or **SQUIRE** level. To make the combat more difficult, choose either the **ADEPT** or **CHAMPION** (hardest) level.

When you choose to make the game more difficult, you are rewarded by receiving more experience points from your combat encounters. When you choose to make the game easier, you are penalized by receiving fewer experience points from your combat encounters.

FIX is used to heal many wounded characters with a single command. All characters with at least first level clerical spells memorize as many healing spells as they can, cast

them on the party, and then rememorize their previous spells automatically. **FIX** takes game time and may be interrupted by an encounter. If the party is severely damaged, you may need to select **FIX** more than once.

LOAD allows you to load a saved game to replace your current game without first exiting from *THE DARK QUEEN OF KRYNN*. This may be desirable if your current game is in an untenable position, or if you have accidentally loaded the wrong game.

SAVE stores the characters and current game to the saved game disk or directory. Saved games may be loaded either from the Starting Menu when you start the game or from the Party Creation/Training Hall Menu. Save often — especially after surviving really tough encounters.

EXIT returns to the Adventuring Menu.

Magic

To get the Magic Menu options, the active character must be able to cast spells. Spellcasters can get a list of their memorized spells from the **CAST** command of the Magic Menu or from the **SPELLS** command of the View Menu. Magic-users can get a list of their spells on scrolls from the **SCRIBE** command in the Magic Menu.

Spells are defined by who can cast them, when they can be cast, their range, duration, area of effect, and, of course, their actual effect. The "Spell Parameters List" in the Adventurer's Journal summarizes all of the available spells. When using spells from the Encamp Menu or the Adventure Menu (such as *find traps* or *haste*), remember that one round equals one minute of game time (one normal move) and one turn equals ten minutes of game time (ten normal moves). Look in the Adventurer's Journal for more information on spells and magic.

MAGIC MENU

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

CAST displays the Cast Menu and the character's list of memorized spells. Select the spell to cast and then indicate the target of the spell. Once a spell is cast, it is gone from memory until it is memorized again. Some spells only have an effect when cast during combat and others may only be cast while encamped.

MEMORIZE displays the Memorize Menu, the character's spell book or clerical spell list, and how many spells of each level the spellcaster may memorize. Once all characters have selected the spells they want to memorize, choose the REST command to actually memorize the spells.

Remember that spellcasters can have the same spell memorized multiple times, and they can automatically rememorize used spells simply by selecting the REST command.

MEMORIZE MENU

CHOOSE SPELL: MEMORIZE EXIT

- **MEMORIZE** selects a spell to be memorized. A spell is not actually memorized until it has been chosen from the Memorize Menu and the character has rested long enough to imprint the spell on his or her mind. After selecting the spells to memorize, the computer verifies your choices.

SCRIBE displays the Scribe Menu and a list of all of the spells on magic-user scrolls. Before spells can be scribed, they must either be identified at a shop or the magic-user must cast *read magic*. To scribe, select any spells to be scribed into the character's spell book and select REST to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the same spell.

SCRIBE MENU

CHOOSE SPELL: SCRIBE EXIT

- **SCRIBE** selects a spell to transfer from a magic-user scroll into a spell book.

DISPLAY lists the magic that currently affects the party. This includes spells like *bless* or *invisibility*, plus effects like diseases. This is an important command because diseased characters cannot regain hit points until they have a *cure disease* spell cast on them.

REST is identical to the Encamp Menu command. Remember: A character's spells are not memorized until he has rested the necessary time.

CIVILIZATION

Towns provide many valuable services and supplies for the adventurer. In these places you find inns, shops, training halls, temples, and taverns. Go to town not only to adventure, but also to purchase new equipment and magic items, and to rest and regain spells and hit points.

Inns are safe resting places where party members can recuperate and regain spells and hit points.

Shops are places to buy and sell equipment using the Shop Menu.

SHOP MENU

BUY VIEW TAKE POOL SHARE APPRAISE EXIT

BUY displays the items available in the shop. Highlight the items that the active character will buy and select BUY.

VIEW displays the character screen with the SELL and ID commands available in the Items Menu.

- **SELL** causes the shopkeeper to make an offer on the highlighted item. Sold items may not be recovered.

- **ID** is used to identify an item. The shop charges 20 steel pieces for the service.

TAKE is used to pick up coins from the party's money pool. Select TAKE and choose the type and amount of coins, gems, or jewelry to take.

POOL places all of the party members' coins, gems, and jewelry into a pool which any member may use to make purchases. Use the TAKE or SHARE commands to pick up coins, gems, and jewelry from the money pool.

SHARE picks up all the coins, gems, and jewelry from the pool and distributes even shares among the party.

APPRAISE determines the monetary value of any gems or jewelry the character has. Select Appraise, then choose a gem or item of jewelry, and an appraisal and purchase offer is made. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewelry becomes an item on the character's item list. Gems and jewelry cannot be used directly for purchases, they must be appraised and sold first.

Temples offer healing spells and perform other clerical services. Temple services are free.

TEMPLE MENU

HEAL VIEW REPAIR EXIT

HEAL displays a list of the temple's healing spells. Select HEAL, choose the character on whom to cast the spell, and then the spell to be cast.

VIEW is identical to the Adventure Menu command.

REPAIR has the clerics cast all of the healing and restorative spells needed to return your party to full strength and health.

EXIT returns you to the street outside the temple.

Taverns are rowdy places full of gossip, stories, and information. Buy a round of drinks and listen to the stories.

Banks are used to store items and money for you. The following menu appears when you select this command.

BANK MENU

VIEW TAKE POOL MONEY ITEMS EXIT

VIEW is identical to the Adventure Menu command except that in the Items Menu, DROP is replaced by DEPOSIT, which places items in storage. To store, select ITEMS, highlight an item, then select DEPOSIT.

TAKE allows you to retrieve items and money from storage. Select TAKE, then select what to retrieve.

POOL places all of the party members' coins, gems, and jewelry into storage.

MONEY is used to deposit money in storage.

ITEMS takes you directly to the Items Menu of the active character where you can store items.

EXIT returns you to the street outside of the bank.

ENCOUNTERS

When a party comes across monsters or NPCs, an encounter occurs. If the party attacks immediately, it may receive a bonus to combat initiative. If the monsters surprise the party, the monsters can attack immediately and get a bonus to their combat initiative. If the monsters do not attack immediately, the party can react by choosing from an Encounter Menu. Encounter menus vary, listing options for each situation.

SAMPLE ENCOUNTER MENU

COMBAT WAIT FLEE ADVANCE

In this sample menu you have opportunities to fight immediately, wait and see, run away, or move forward.

Combat

In combat the computer chooses the active character. Characters with higher dexterity tend to go before characters with lower dexterity. A character may hold his action until later with the **DELAY** command. There is a more detailed description of combat in the *Adventurer's Journal*.

The active character is centered on the screen at the start of his combat segment. The active character's name, hit points, AC, and current weapon are displayed. The Combat Menu lists the character's options.

COMBAT MENU

AIM USE CAST TURN GUARD QUICK
DELAY BANDAGE YELL VIEW SPEED END

The arrow keys or mouse may be used to move a character to adjacent squares. While moving, the number of squares of available movement remaining is displayed, as are the options **UNDO** and **DONE**. **UNDO** returns the character to his original square, but leaves intact any damage suffered by the character during the cancelled move. **DONE** concludes the character's movement and allows the selection of another option; the character may subsequently continue moving with any remaining movement allowance if no other option is selected.

AIM allows weapons or spells to be targeted. When aiming a ranged weapon, the range to the target is displayed above the menu bar. If a character moves adjacent to an enemy, and has no more movement remaining, the **AIM** command can be used to attack with a melee weapon (sword, mace, etc.). The **AIM** command can also be used to survey the condition of your party and enemies. As you move the aim cursor over a character or monster, information about him is displayed on the right of your screen — use this to survey the battlefield.

AIM MENU

NEXT PREV MANUAL TARGET CENTER EXIT

- **NEXT** is used to look at all possible targets, starting with the closest target and then going to the next farthest and so on. **NEXT** and **PREV** only indicate targets in the character's line of sight.

- **PREV** (Previous) is the opposite of the **NEXT** command. Use this command to look at the possible targets starting with the farthest target and working back toward the character. This command is most often used to select a target for a missile or magical attack.

- **MANUAL** permits the player to aim anywhere on the map. However, only targets in the character's line of sight can actually be fired at.

- **TARGET** is used to fire a missile or spell at the enemy where the cursor is currently located. This command can also be used to attack an adjacent enemy with a melee weapon (sword, mace, etc.). If this command is not displayed, the target is out of range, not in line of sight, or invisible.

- **CENTER** centers the screen around the cursor. This is helpful when targeting manually.

- **EXIT** returns to the Combat Menu.

USE allows a character to activate an item without having to go through the View Menu. Items such as scrolls and wands are then targeted with the Aim Menu.

CAST is only available to spellcasters when they have spells available. The spellcaster selects from the list of available spells and then targets with **AIM**. If the character has been hit recently, his concentration may be broken and the **CAST** command does not appear.

TURN is a clerical power that attempts to destroy undead monsters or drive them away from the party. This affects only weak undead monsters.

GUARD sets a character to stand and attack the first enemy that moves adjacent. **GUARD** is only an option if a character is armed with a melee weapon.

QUICK turns control of the character over to the computer. Under computer control, a fighting character with a readied missile weapon tends to hang back and attack from a distance. If a character has no readied missile weapon, he readies a melee weapon and charges. Single class magic-users fire missile weapons and cast spells if magic is turned on (see your Data Card for details). They never rush into close combat, even if all of their missile attacks are expended.

Consult your Data Card for instructions on regaining manual control and toggling magic on and off for your computer.

DELAY causes the character to hold his turn until after the other characters and monsters have acted.

BANDAGE gives first aid to a party member who is bleeding to death. **BANDAGE** stops the bleeding and keeps the character from losing more hit points.

YELL (kender only) orders an active kender character to taunt opponents. If the taunt is successful all opponents become enraged, suffer a combat penalty, and direct as many attacks as possible at the yelling character.

VIEW displays the character screen and View Menu. The **USE** command appears on the Items Menu to permit items such as wands to be used in combat.

SPEED changes the game speed and is described under the **ALT** command in the Encamp Menu.

END quits a character's turn.

After Combat

When combat is over, you see how many experience points each character receives and then the Treasure Menu is displayed. Most of the Treasure Menu commands work like the commands in the Shop Menu.

TREASURE MENU

VIEW TAKE POOL SHARE DETECT EXIT

VIEW displays the character screen and View Menu.

TAKE permits the active character to pick up treasure from defeated monsters. This only appears if the monsters had a treasure or the party has pooled its funds. A character carrying a large number of coins and heavy equipment may be slowed in combat.

TAKE MENU

ITEMS MONEY EXIT

- **ITEMS** lists the equipment in the treasure. Frequently, the weapons and armor used by monsters are not listed because they are poor quality and not worth taking.

- **MONEY** displays the number and type of coins, gems, and jewelry in the treasure. Indicate the type then number of items the active character takes.

POOL places all of the party members' coins into the treasure. Use the **TAKE** or **SHARE** commands to pick up coins from the treasure.

SHARE picks up the money treasure, divides it into shares, and distributes it among the party.

DETECT has the active character cast a *detect magic* spell. Magic items in the treasure or party will be marked with an '*'. This command only appears if the active character has a *detect magic* spell available.

EXIT leaves the scene of the battle. If any treasure remains, the option to return to the Treasure Menu is displayed.